

# Star Wars The Empire Strikes Back: Hoth Ice Planet Adventure Game

Kenner Products, Ltd., 1980

## To win the game:

You must travel around the ice Planet Hoth having adventures and battling the four fearsome Enemies that you will find in your path. These adventures and battles will help you to gather the Force you will need to fight Darth Vader! If you defeat Darth, you win!

## All players must start from the Rebel Base

Choose your token, and use the Spinner to see who will start first. The player who spins the highest number will go first. The second highest number will go next and so on.

Each of you will leave the Base armed with 2 Force Cards. You will collect 2 more Force Cards each time you pass Base, unless you have been sent there by an Incident on the Board that says you may not collect Force.

## To travel around the Board

Use the Spinner to spin the number of squares you may move on each turn. If the Spinner lands on a line, spin again.

Your mission around the Ice Planet Hoth is filled with adventure and action-filled battles. The path has many blue squares on it. Each time you land on one, something has happened! You must draw an Incident Card from the top of the pile, and do what it says.

Each time you land on an adventure square – one of the squares with printed instructions – you must also do just what it says.

When you come to the path that leads to Darth's Battle Square, continue past it – UNLESS you have collected 10 or more Force Cards. Here's why:

## Gathering Force

You can't battle Darth Vader, and have a chance to win the game, until you have reached Jedi strength – at least 10 Force CARDS! Some of your adventures will help you gain Force and some will make you lose it, but the best way to earn Force quickly is to prove yourself in battle! Here's how.

## Battling the Enemies

There is a colored Battle Square facing each Enemy. There are also 2 numbers in the circle above the Enemy. These numbers tell how much Force is required for battle. For example, it only takes 1 or 2 Force Cards to fight the Stormtrooper, but it takes 7 or 8 to fight Boba Fett.

To fight an Enemy, you have to land on his Battle Square by exact count. If you have enough Force Cards (at least as many as the lower of the two numbers in the Enemy's circle) you have to fight! If you don't have enough Force, you are too weak to do battle; remain on the Battle Square until your next turn.

**To fight:** You are going to have to bet your Force Cards against the Enemy. You can choose to be either the higher or the lower number of required Force Cards.

Put the cards you are betting into the Enemy's Circle on the Board and spin the Spinner.

If the Spinner points to one of the colored bands that match the Enemy, you have won! You win the same number of Force Cards that you have put into the Circle.

If you lose the spin, you must give up one of the Force Cards you put in the Circle. You must go on spinning until there are no more Force Cards left in the Circle, or until you win a spin. If you win, you will win the same number of Force Cards that are still left in the Circle.

**It's easy.** For example: if you have landed on Probot's Battle Square, you must have at least 5 Force Cards to do battle. You decide to do battle by betting 6 Force Cards. (You could bet either 5 or 6.) You put your 6 Cards in Probot's Circle on the Board and spin the Spinner.

If you win the first spin, you will win 6 more Force Cards! But you lose and have to give up one Card. You spin and lose again. Now there are only 4 Force Cards left in the Circle. You spin again and win! You have won 4 more Force Cards.

## To battle Darth:

**Any time that you have collected at least 10 Force Cards, you have become a Jedi Knight with enough strength to fight Darth Vader!**

If you are getting close to the path leading to Darth Vader and if you have at least 10 Force Cards, you may turn in and carefully travel the dangerous orbit around him. You must stay in Darth's orbit until you land on the Black Battle Square, until you have an adventure that sends you away, or you lose your Jedi Knight status (having less than 10 Force Cards).

You will battle Darth the same way you have fought the other Enemies, but this time you must risk 10 Force Cards – no more and no less. The Spinner must land on one of the two narrow Black bands. If it does, Darth is beaten! The Empire has been defeated! If you lose the spin, you have lost one Force Card and you have nine more chances to defeat Darth.

Darth is tricky. If he escapes you on all 10 spins, you must return down the path to the Rebel Base, collect 2 Force Cards and begin a new journey around Hoth. The first player who defeats Darth wins the game!